ABSTRACT

[0118] A method for rendering a graphical user interface (GUI), comprising providing for the representation of the GUI as a set of objects wherein the objects are organized in a logical hierarchy, associating a theme with a first object in the set of objects, rendering the first object according to the theme, rendering any descendents of the first object according to the theme, wherein any descendents of the first object can override the theme, and wherein one of the set of objects can communicate with another of the set of objects.